

METRO PARKS MEN & Co Ed FLAG FOOTBALL RULES

“To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime”

ELIGIBILITY: Teams will consist of individuals that have reached the age of eighteen (18) years old prior to May 1st of the current season.

CLASSIFICATION OF LEAGUE: Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

PENALTY

ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

ROSTER:

1. Team rosters will be limited to a maximum of sixteen (16) players.
2. The first sixteen players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter will be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own handwriting will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters must be turned in to the Athletics Office prior to the start of their first scheduled game. Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletic Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.
11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.

12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.

13. The coach or team manager is responsible for verification of the eligibility of team members.

PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.

SIGN-IN SHEET:

1. A sign-in sheet will be available from Metro Park's personnel before each game. Metro Park's will not seek out a player or coach to secure signatures on the sheet before your game. It is the manager's responsibility to ensure that all players have signed the sheet before each game.

2. A team must have at least six (6) eligible players ready to play in the Men's league and at least seven (7) eligible players ready to play in the Co Ed league at their scheduled game time or at the start of their game in the event the preceding game runs late.

Co-Ed teams must have a minimum of two women and a maximum of five men present in order to start game. THERE IS NO GRACE PERIOD!

3. Players must sign the sign-in sheet in his or her own handwriting prior to participation in a game. Failure to meet the minimum eligibility requirements by the scheduled game time will result in automatic forfeit. **YOU MUST MEET YOUR MINIMUM LINE UP STANDARDS.**

4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**

5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.

EQUIPMENT:

1. Each team must furnish their team's own t-shirt/uniform. **Metro Parks will not provide game shirts/uniforms.**

2. Teams are responsible for furnishing their own game ball to be used when they are on offense. Balls will be switched out when teams change possession from offense to defense.

4. NO METAL CLEATS OF ANY KIND WILL BE PERMITTED.

6. Uniforms are not required, but team T – Shirts are suggested.

7. Championship shirts will be awarded to the league regular season champion.

8. League champion and league tournament champion trophies will be awarded.

GAME:

1. **Time** the game will be divided into two 18 minute halves. Each team is allowed two one-minute timeouts per game. Both timeouts may be used in either half. The offensive team will have 30 seconds to snap the ball once the referee has spotted the ball. The official game clock will be maintained by a referee and will run continuously except for time-outs or serious injury. The clock will stop during the final 2 minutes of play for the following occurrences:

- Incomplete pass.
- Player advancing the ball goes out of bounds.
- Either team scores (The clock will not continue until the opposing team snaps the ball after the PAT attempt. The clock does not run during extra points).
- Penalty.
- Declared Punt.
- Time Out.

****If a team is leading by 17 points or more, the clock will run continuously during the last two minutes of play.**

2. Games will start promptly at the scheduled game time. EXCEPTION: When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! There is no grace period.** The time keeper/down marker game employee will keep the official time. There is no other official time.

3. **Beginning of the game** teams must be lined up on opposite sidelines. Before the start of the game, the referee will toss a coin in the presence of opposing captains, after first designating which captain shall call the toss. The team that wins the coin flip at the start of the game must choose one of the following:

- Offense
- Defense
- To defer the choice of the above options to being the second half
- The team that does not choose offense/defense will select which goal to defend

****Play starts from the 10 yard line at the beginning of each half. At the beginning of the second half, the teams will change their direction of play.**

4. **Snapping the ball into play** to begin each play, the ball must be snapped by a center to the QB who is lined up behind the center. The ball must be snapped to the person calling the snap count and there are no "silent counts". Players may shift and change formations prior to the snap of the ball, but must be stationary at the time that ball is snapped. One player is allowed in motion at the time the ball is snapped, but cannot be moving towards the line of scrimmage. A snap from center is not required on declared punts. A minimum of 4 players must be lined up (set) at the line of scrimmage at the snap of the ball.

5. **Intentional Grounding** intentional grounding will be called when a passer due to pressure from the defense, throws a forward pass without a realistic chance of completion. Intentional grounding will not be called when the passer throws a pass that lands at or beyond the line of scrimmage, even if no offensive player(s) has a realistic chance to catch the ball (including if the ball lands out of bounds, over the sideline or end line).

6. **Inadvertent Whistles**- should an inadvertent whistle be blown, the team in possession of the ball at the time of the whistle will have two options: take the result of the play with the ball declared "dead" at the spot where the whistle was blown, or replay the down from the original line of scrimmage. If an inadvertent whistle is blown during a pass play while the ball is in the air, the play will be declared "dead" and replayed from the original line of scrimmage.

7. **Overtime** will consist of each team having one offensive possession starting at the opponent's 20-yard line. The offensive team will have 4 un-timed downs to score a touchdown (all regular penalties will apply during the overtime period). If a touchdown is scored, the offensive team will have the option to go for a 1 or 2 point conversion (female scoring will still result in 8 point touchdown and double conversion points). If teams are tied after the 1st overtime period, the process will repeat and teams will be required to go for a 2-point conversion upon a touchdown.

8. **No Contact/No Blocking** there is no blocking or tackling permitted in the league. **Players acting as offensive linemen must have their hands behind their back when protecting the quarterback from defensive rushers.** Offensive linemen can position their bodies at any particular angle in an attempt to direct the rushers to a particular area, but there is no contact permitted. "Picks" are permitted as long as no physical contact is initiated.

No downfield blocking/tackling is permitted. Illegal contact includes tripping, contact with the QB, any intentional contact by an opposing player and contact with an opposing player after a ball is tipped. Also note that rough play may result in an unsportsmanlike penalty. Anyone in violation of this rule is subject to penalty, suspension and/or expulsion from the league.

9. **Co-Ed requirements** the offense will be penalized if it fails to use a female as an "operating player" at least once within three consecutive downs. The penalty for running three consecutive plays without using a female as an "operating player" will be a five yard penalty, lose of down and a female must be the "operating player" on the next play. For example, if a male player catches or runs the ball on a play that a female must be the "operating player", the offense will be penalized and must replay the gender requirement.

Note: The term "closed" or "forced gender" means that a female must be the "operative player". The term "open" means that any player, male or female, is eligible to be the "operative player."

An operative player is defined as a player who:

- Is the intended receiver in the eyes of the official
- Runs the ball as the primary runner (must cross the line of scrimmage)
- **Receives the snap as the QB and scrambles past the line of scrimmage or attempts to pass the ball forward**
- Receives the snap and immediately spikes the ball at her feet in order to stop the clock in the last 2 minutes.

An operative player is NOT defined as a player who:

- Hands off the football to another player
- Snaps the ball into play
- Receives a handoff only to pass or handoff the ball to a male before crossing the line of scrimmage
- **Receives a lateral from another player and does not cross the line of scrimmage.**

***There is no gender requirement for extra points and punt plays.**

10. **First Down** each team shall have four downs to earn a first down or score. First downs are achieved when a team crosses either of the 20 yard markers (20, 20) based on its original field position. Offensive teams may elect to punt on fourth down. All punts are “live” and may be fielded after bouncing on the ground. However, if a receiving player “muffs” (touches) the ball and it hits the ground, the play is dead. If a team does not punt, fails to score or earn a first down the opposing team will obtain the possession.

- **Scoring** the scoring shall be assigned as following:
Touchdown: 6 pts (male QB, male receiver), 8 pts (female QB, female receiver).
- **A male cannot pitch to a female past the line of scrimmage for an 8 pt Touchdown.**

Extra Points:

- From the 5 yd line– 1 point male QB, male receiver), 2 points (female receiver, female QB)
From the 10 yd line- 2 points (male QB, male receiver), 4 points (female receive, female QB)
- **A male cannot pitch to a female past the line of scrimmage for a 4 point conversion.**
- A defensive player may return an interception for two points on a two point extra point attempt.

12. **Pass Rush** once the line of scrimmage has been marked, the referee will walk off five paces towards the direction the offense is going and place another marker. This “5 pace” marker is the “RUSH LINE”. Only defensive players that are behind this marker when the ball is snapped may cross the line of scrimmage to rush the QB. No players lined up inside this “zone”, may rush the QB. If the line of scrimmage is between the goal line and the five yard line, the RUSH LINE will be the goal line. The rush line ban will never be placed inside the end zone.

Note: The RUSH LINE will not be applicable when the QB lines up directly behind the center to receive the snap of the ball; that is, when the QB is not in a shotgun formation. In such situations, defensive players lined up in front of the RUSH LINE may rush the QB.

13. **Continuance of play** will continue until:

- Ball carrier has at least one flag pulled by an opponent (see flag specifics for a few exceptions/additions concerning flag pulling)
- Ball carrier leaves the field of play
- Ball carrier scored
- Ball carrier’s knee touches the ground
- Ball touches the ground

14. **Spot of the ball** the ball will be spotted where the ball is at the time the ball carrier’s flag is pulled. If the ball crossed the plane of the goal line before the ball carrier’s flag has been pulled, it will result in a touchdown (ball extension).

15. **Punts** a punt must be declared and cannot be faked. The receiving team may return a punt once it has hit the ground. The referee shall notify the defensive team prior to a punt. All punts are “free punts”. Punts must be kicked and cannot be thrown. A team need not snap during a punt. A dropped snap during a punt is not a fumble. The kicking team may not cross the line of scrimmage until the ball is kicked. Downfield blocking is not permitted. The receiving team may not raise hands or jump to block a punt. If a punt is “shanked” and caught, it is a live ball and is returnable. The punting team may down the punted ball if the receiving team makes no effort to gain the ball. A punt through the end zone will be spotted at the 10 yard line. If a player drops the ball in the end zone, the ball is spotted at the 10 yard line and is not counted as a safety.

16. **Turnovers** a change of possession (not after a score) can only occur due to downs or an interception. A fumble is not a turnover and the play is considered dead at the point of the ball fumble. A lateral may be intercepted and returned by the opposing team.

17. **Flag Requirements** No personal flags and/or belts are allowed. Only Metro Parks issued flags and/or belts will be allowed during the game. Flag guarding is not allowed. Flag guarding is defined as any action that is made with the arms, hands, or legs that prevents a player from being able to pull another player’s flags. A player engaging in flag guarding will be penalized. It is illegal to pull the flag of a player who does not have possession of the football. Throwing flags is not allowed. Shirts and belts must be tucked in and flags must be securely attached. If a ball carrier/receiver loses a flag accidentally, inadvertently, or on purpose play shall be stopped at the place where flag is dropped. It is a penalty for a ball carrier to stiff arm, charge into, or

deliberately try to knock over a defensive player. In addition, a ball carrier may not leave his/her feet (jump/dive) in an effort to gain extra yardage.

18. **Sportsmanship** Metro Parks endorses the principles of good sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can include the following: Fighting, pushing, verbal/physical abuse directed towards an official or opponent, profanity/obscene gestures, flagrant/violent fouls, taunting/trash talking/baiting, cheating, throwing/abusing equipment and physical intimidation. A player may be ejected from a game (or a team may be evicted from the field of play) for engaging in Unsportsmanlike Conduct. An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit. The league has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts. These guidelines apply to players and spectators.

19. **Standings** will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) total amount of points scored on the season amount of points; b) least amount of points allowed on the season.

20. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!! IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**

FLAG FOOTBALL PENALTIES:

Defensive Penalties

- Off Sides = 5 yards/Replay Down
- Illegal Participation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Rushing = 5 yards/replay Down
- Pass Interference = Spot Foul/First Down
- Holding = 10 yards/Spot of Foul/First Down
- Illegal Flag Pull = 5 yards/Spot of Foul
- Illegal Contact = 5 yards/First Down
 - Tripping
 - Contact with the QB
 - Any intentional contact by an opposing player (referee discretion)
 - Contact with an opposing player after a ball is tipped
 - Rough play may result in an unsportsmanlike penalty
- Illegal Stripping = 5 yards/Spot Foul
- It is illegal to bat or strip a ball from a player's hand

A game cannot end on a defensive penalty even if time expires. One untimed down will be required to complete the game.

Offensive Penalties

- Illegal Participation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Formation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Motion = 5 yards/Replay Down (This is a "dead ball" foul and may not be declined)
- False Start = 5 yards/Replay Down (This is a "dead ball" foul and may not be declined)
- Illegal Pass = 10 yards/Line of Scrimmage/Lose of Down
- Intentional Grounding = Loss of Down/Spot Foul
- Gender Violation = 5 yards/Loss of Down/Next play remains "closed"
- Offensive Pass Interference = 10 yards/Previous Line of Scrimmage/Replay Down
- Holding = 10 yards/Line of Scrimmage/Replay Down
- Illegal Contact = 5 yards/Loss of Down
 - Illegal Contract
 - Pushing Off
 - Any other intentional contact by an offensive player on a defensive player in the field of play
- Flag Guarding = 5 yards/Spot of Foul/Loss of Down
- Jumping/Diving = 5 yards/Spot of Foul/Loss of Down
- Off Sides = 5 yards/Repeat Down

- Blocking = 10 yards/Spot of Foul

Unsportsmanlike Conduct

- Arguing with Official = 10 yards/Possible Ejection
- Use of (towards players, referees, league staff, coaches, sidelines, spectators) = 10 yards/Possible Ejection
- Excessive Contact/Rough Play
 - 10 yards and loss of down (offensive)/First Down (defensive)
 - If official determines that contact was initiated “with intent to harm”, the offending player will be ejected from the game. The player must leave the field of play immediately. If the player does not leave the field him/her team may be charged with a forfeit for the game regardless of score or time remaining. Any player ejected from a game may not play in any other games that day.
 - The ejected player may not play in future games without league approval.
 - An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit.
 - The league has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts.

Fighting

- Automatic ejection from the game
- Once ejected, a player must leave the field. If the player does not leave the field his/her team may be charged a “forfeit” for that game, regardless of score or time remaining. Any player ejected from a game may not play in any other games that day.
- The ejected player may not play in future games without league approval.
- An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit.
- The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts.

PROTEST:

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. **FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISQUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

FORFEITS:

1. **Game time is forfeit time.** There will be no grace period for forfeits. Metro Parks employee will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

RULES:

1. **The Athletic Department reserves the right to make any changes in the established rules, as it deems necessary.**

DISCIPLINE:

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

1. Ejection from a game shall result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary. Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

MANAGER DUTIES:

1. It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed as required by the Athletic Department.

2. The manager has the responsibility to keep players informed of all rules.

3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!!**

OFFICIALS:

1. Only the officials have the authority to call a game off due to the conditions of the field after 6:00 p.m. Games (in the process of play) will not be called off due to rain until 30 minutes have elapsed unless agreed upon by both team managers and the officials decides that the field is not playable.

2. The Athletic Department will assign officials/scorekeepers/time keepers/down marker.

TOURNAMENT QUALIFYING:

SPRING LEAGUES: Leagues with 7 or more teams the TOP 4 TEAMS QUALIFY
Leagues with 6 or fewer teams ALL TEAMS QUALIFY

FALL LEAGUES: ALL TEAMS QUALIFY

AWARDS:

A team trophy will be awarded to the league winner and tournament winner (if there is a tournament). Team championship shirts will be awarded to league winners according to the number of individuals listed on their final roster (max 16). Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

League Policies

- Team Captains are responsible for the complete payment for all league fees.
- Team Rosters must be filled out completely and turned in by first game. Additions and changes to the Roster are permitted up to the start of a teams third played game of the season.
- If a team is not prepared to play at its designated game time and/or does not have the minimum number of players at the designated game time, the game will be declared a forfeit. There will be no grace period prior to a forfeit being declared.
- If a game is stopped due to dangerous weather conditions prior to the beginning of the second half or prior to a previously designated point, the game will be replayed in its entirety. If a game is stopped thereafter, it will be considered a complete game and the score will stand. There is no requirement that each team have the same amount of offensive series before the game is stopped.
- Any excessive verbal or physical activity will result in an unsportsmanlike conduct penalty. This rule applies to players, managers and coaches on the field and on the sidelines.
- Fighting or obscene language will result in an automatic ejection from the league with no refund of payment. Unsportsmanlike behavior will not be tolerated.

ABSOLUTELY NO ALCOHOLIC BEVERAGES OR DRUG USE ARE ALLOWED ON THE FIELD. Any player using drugs or alcohol in the playing area, the parking lot, before, or during the games will be ejected from the league with no refund of payment. THIS RULE WILL BE STRICTLY ENFORCED

IMPORTANT NOTES:

Game time is forfeit time. There is no grace period! The scorekeeper on site will keep the official time. There is no other official time.

For rainouts and Inclement weather questions, team managers or coaches may call 458-0142. A recording will be available after 4 PM the day of the game.

Games in the process of play that are cancelled due to weather or poor field conditions will be considered final if the first half has been completed. The team leading at the end of the first half will be awarded the win. Games called before the first half is complete will be postponed and made up on another date.

Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.

Final rosters are due before the third played game. If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Each team coach or manager is responsible for discovering the dates and times of rescheduled games. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!**

Team Packets will not be mailed. They will be issued to coaches/managers at the registration desk at the time of registration. Packets will include rules and roster sheets. Game schedules will be available on line once registration has closed. Games will begin the week of August 23.

Weekly Schedule and Standings

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and flag football standings. The standings are updated weekly as scores and results are received.

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